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INTRODUCTION

A distress call has been received from Outpost 88, a research colony situated in the orbit of Io, Jupiter's fourth largest moon - reports indicate multiple fatalities amid some kind of "alien" presence. As part of Earth's most experienced marine corps under the direction of Commander Darius, you are tasked with investigating the cause of the incident and rescuing any survivors.

With little time to prepare and be briefed aboard the ISS Vanguard, you enter hyperspace and arrive at the colony in a matter of minutes. You feel ill-prepared for a mission with so many unknowns, but armed with your trusty assault rifle and a clutch of grenades, you board the dropship to begin the final approach...

HOW TO PLAY

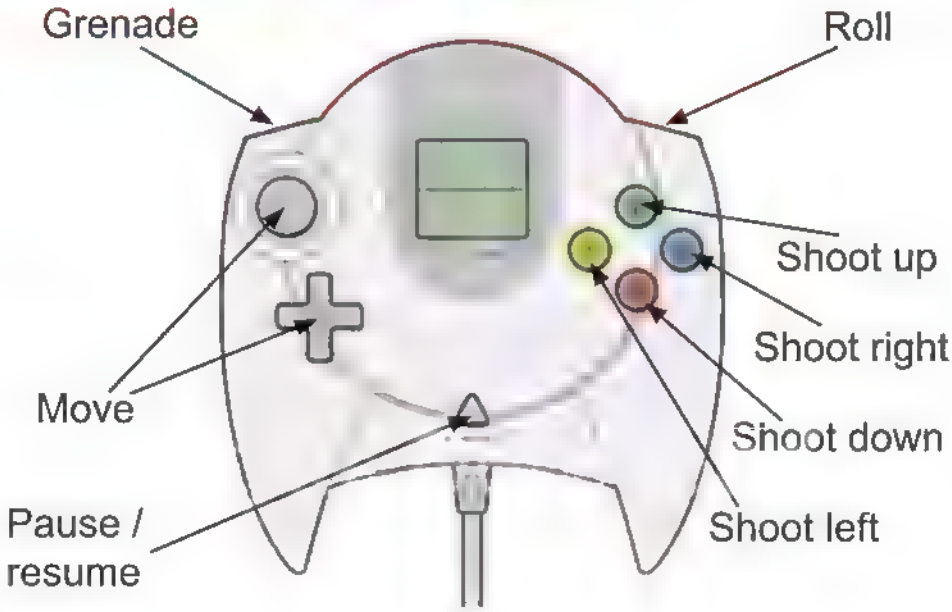
Xeno Crisis is a top-down arena shooter for one or two players. After choosing your preferred marine(s) you will see them leave the dropship and enter the colony through an airlock. The colony consists of hundreds of rooms, and in order to progress you must clear each room you enter of enemies, which can be dispatched in a variety of ways. Generally though you will want to engage the enemy at a distance using your assault rifle or any other weapon you can get your hands on.

Ensuring your ammo doesn't run out is crucial to your survival, but you can always attack enemies at close quarters with the butt of your rifle. Contact with an enemy or projectile will result in you taking damage - losing all of your health means "game over" when playing solo, but in 2-player mode you can revive your fallen comrade after a few seconds.

If the going gets too tough you can make use of the roll move to get yourself out of trouble. You can also throw a grenade to destroy several enemies at once, but remember that you have a limited supply. Vanquished enemies will occasionally drop a set of dog-tags which can be traded for upgrades between areas.

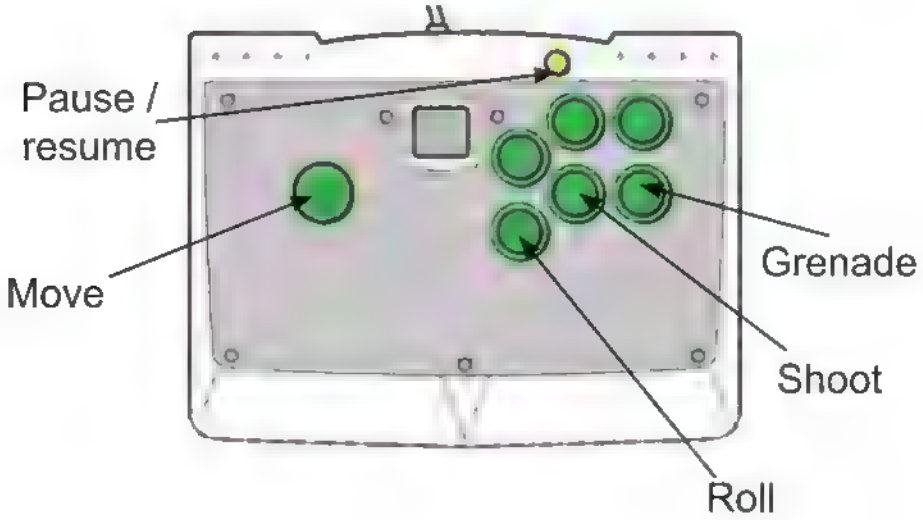
At the end of each area resides that area's boss, each posing a different challenge. Advance through all 7 of the game's areas and you will finally confront the source of the colony's troubles, but be prepared for the fight of your life! If you do happen to perish then all is not lost - you have been supplied with several "elixirs" which can instantly revive your marine and get you back in the action, but at what cost...?

CONTROLS



Standard controller
(using 6 button mode 1)

Note - two buttons can be pressed simultaneously (e.g. 'X' and 'A') to fire diagonally.

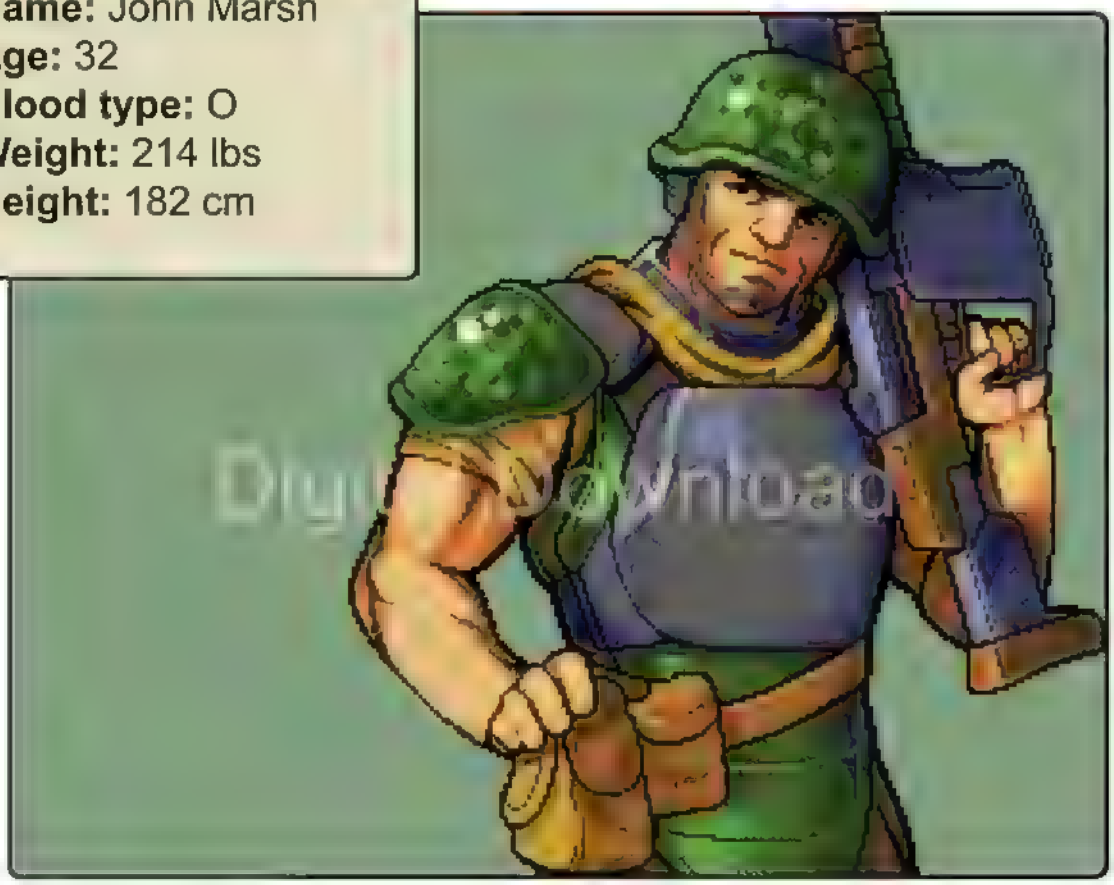


Arcade controller
(using 3 button mode 1)

Note - whilst firing you are able to strafe, and you can also press 'A' or 'C' to change your shot direction.

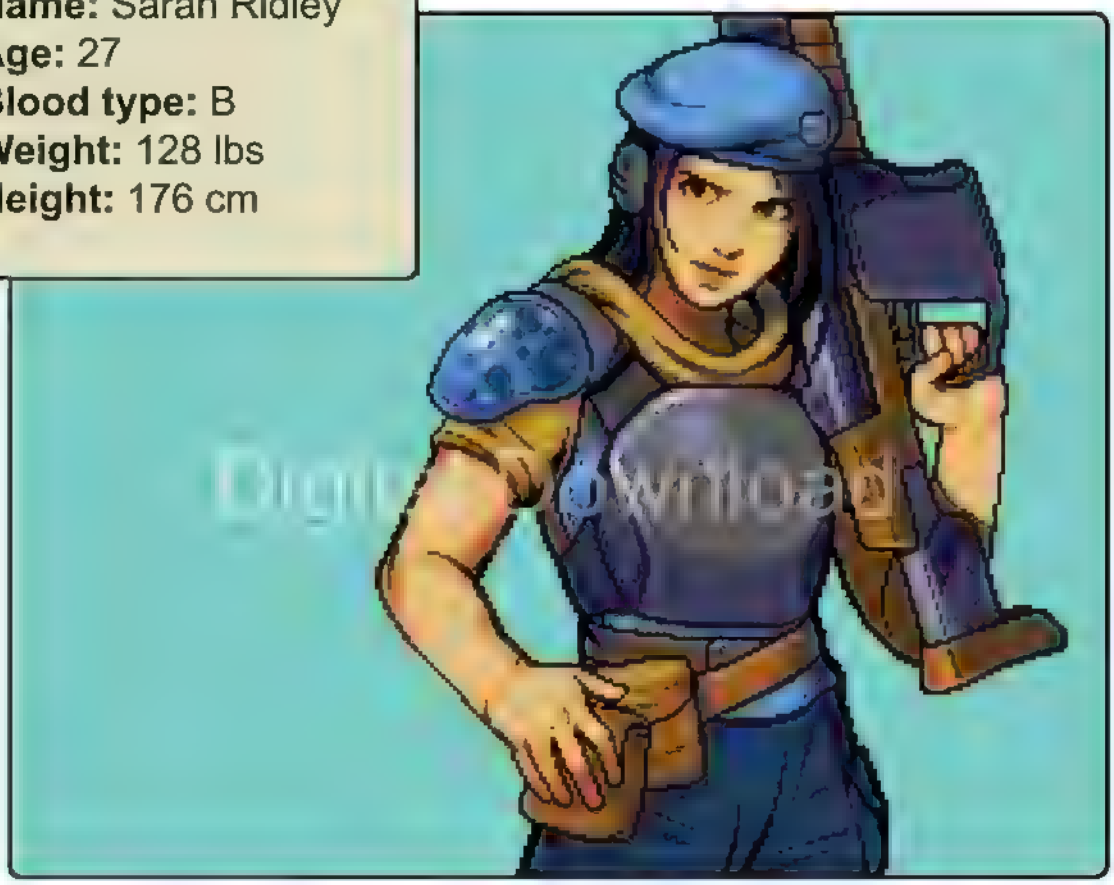
THE MARINES

Name: John Marsh
Age: 32
Blood type: O
Weight: 214 lbs
Height: 182 cm



Bio: A hardened veteran of several conflicts, John is more than at home on the battlefield. He can carry more ammo than Sarah, but isn't quite as agile.

Name: Sarah Ridley
Age: 27
Blood type: B
Weight: 128 lbs
Height: 176 cm



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Bio: One of the marine corps' more experienced members, Sarah is renowned for having a cool temperament in any situation. She is lighter on her feet than John.

ENEMIES

As you progress through the colony you will encounter many different enemies, each with their own traits and means of attack. Many of them can be gunned down without too much thought, but others will require cunning and guile to defeat! Here are just a few of the enemies you'll come across:

These scavengers rely on their sense of smell to hunt down their prey, and are typically found in large groups.

They pose no threat until disturbed, at which point they'll release worm-like creatures which are more of an annoyance than anything, and can easily be crushed by rolling over them.

These vary in toughness, speed and aggression, but will always head straight for the player on sight. The most common enemy you will come across in the early stages.

A disgusting lifeform that can burst through the floor without warning and launch a projectile directly at its target.

A large gelatinous blob that seems harmless at first glance, but after a few seconds it will explode, releasing its deadly contents...

These somewhat resemble the standard Xenoids you come across, but have a tougher exo-skeleton and prefer to shoot from a distance than fight hand-to-hand.

WEAPONS

There are 10 weapons available throughout the game, each with their own characteristics. Your standard assault rifle requires you to constantly be on the look-out for ammo crates, but additional weapons you pick up will give you 20 seconds or so of continuous fire.

Assault rifle
A marine's standard weapon, capable of rapid, concentrated fire.

Spread shot
Its 45 degree spread makes it particularly effective when dealing with multiple weaker enemies.

Laser
Can pierce through alien flesh and even walls.

Homing
Inflicts a moderate amount of damage, but homes in on anything nearby, reducing the need for accuracy.

Flamethrower
Its short range can be overlooked for the increased damage it inflicts upon organic enemies...

Rebound
This unconventional weapon can hit enemies hidden behind walls out of your line of sight.

Shotgun
Has the shortest range but is devastating when used up-close, felling most enemies with a single blast.

Vulcan
Decimates anything that stands in your way.

Rocket launcher
Possibly the most devastating weapon in your arsenal, it is only hampered by its slow rate of fire.

BFG
Takes time to charge but launches a single blast of plasma capable of annihilating multiple enemies.

EQUIPMENT

At the end of each area you will be given the chance to exchange any dog-tags you've collected for upgrades ranging from increased health to weapon power-ups to extra continues. Which upgrades you go for will depend on your style of play.

Health boost
Increase your maximum health by one unit.

Weapon power-up
Improves your weapon power, including any weapons you pick up.

Increase ammo capacity
Increases your assault rifle's ammo capacity.

Increase grenade capacity
Gives you the potential to carry an extra grenade.

Grenade powerup
Makes your grenade attacks more powerful, and increases their range too.

Speed-up
Increase your athletic ability, making you run faster and roll further.

Gas mask
Protect yourself from toxic gases.

Elixir
When taken you will be instantly revitalised, allowing you to continue your mission from where you fell.

PICKUPS

During your mission you will come across various items which can help you progress. If you're playing with a friend then be sure to share what you find!

Medi-kit
Restores a single unit of health.

Medi-kit plus
Restores you to full health.

Dog-tags
Collect these from vanquished foes then trade them at the end of each area for improved equipment.

Ammo
Completely refills your assault-rifle's ammo.

Grenade
Increases your grenade count by one.

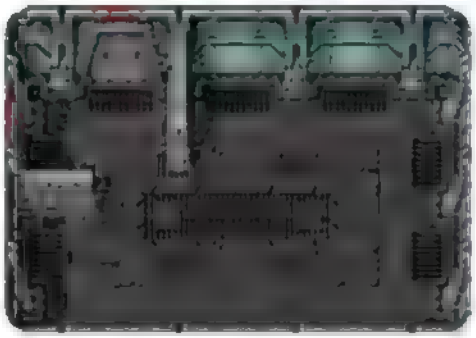
Security card
Required to open certain doors in the colony.

HOSTAGES

Many hostages are scattered throughout the colony which ideally need to be rescued - each hostage rescued will result in a bonus, and rescuing each hostage in a room will have other effects too...

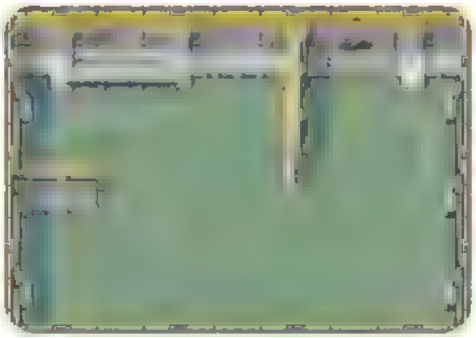
AREAS

Your mission will span seven areas, each with their own unique enemies and nuances. Here are a few of them:



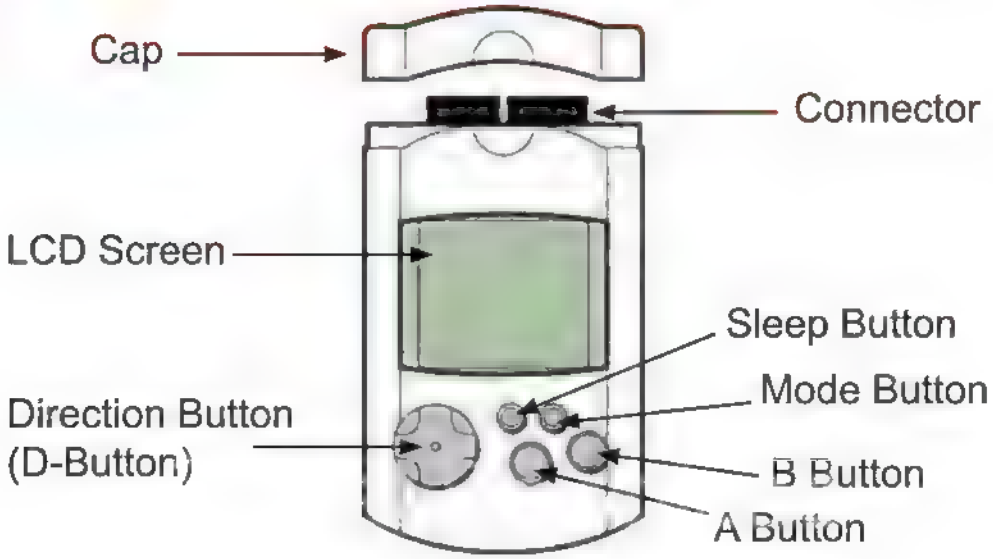
The Perimeter
This is where you begin your mission, but don't expect a pleasant welcome...

The Facility
This storage facility is home to some particularly deceptive enemies that lurk in the shadows.



The Lab
What can you expect to encounter in the colony's laboratory area?

VMU



To save your settings and highscores, insert a Visual Memory Unit (VMU) into slot 1 of the controller **BEFORE** turning on your Sega Dreamcast. The VMU is also used to display your current health status in-game. Xeno Crisis also supports the Jump Pack.

NOTE: While saving a game file, never turn off your Sega Dreamcast, remove the VMU, or disconnect the controller.

ADVANCED PLAY

There are several advanced strategies which may help you progress further in your mission:

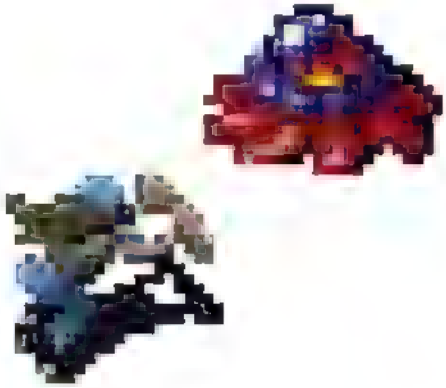
Melee attack

If you run out of ammo or simply want to conserve it, then dispatching enemies with your melee attack is essential - it can only be performed when not firing your weapon, and is triggered when an enemy gets close.

Roll cancel

Although the evasive roll is perfect for dodging bullets and enemies alike, you may wish to break out of a roll early so as to avoid injury when ending the roll naturally. To do this, simply push the roll button when in mid-roll.

Roll attack
Despite being an evasive move, the roll can also be used to inflict damage upon certain enemies - we'll leave you to find out which ones. Whilst rolling it is also possible to drop a grenade to inflict damage...



Discard weapon
There are times when the weapon you're carrying isn't ideal for the current situation, so to revert back to your assault rifle just hold B then A and C on a 3 button controller or all 4 shot buttons on a 6 button controller.

XENOCRISIS

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エイリアンナイトメアから逃げろ！
1-2
PLAYERS
1~2人用
アクションゲーム
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Mega Drive Cartridge メガドライブ専用

XENO CRISIS

ゼノ・クライシス

001

1-2 PLAYERS

ゼノ・クライシス

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Mega Drive Cartridge メガドライブ専用

XENO CRISIS

1-2 PLAYERS

ゼノ・クライシス

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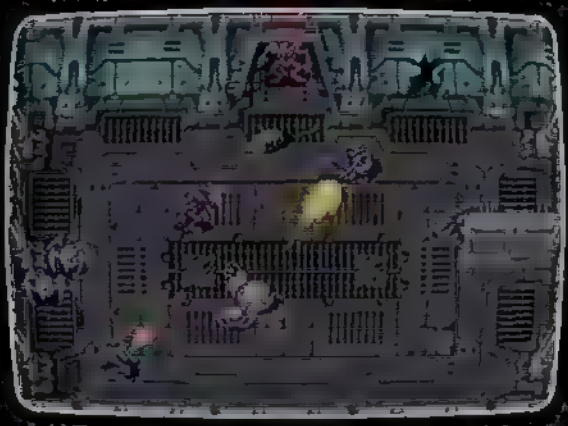
XENO CRISIS

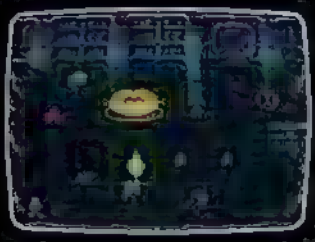
16-BIT CARTRIDGE

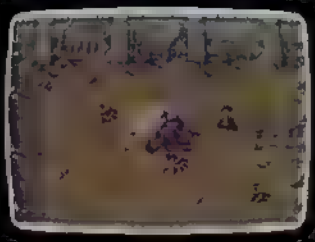
1-2 PLAYERS

Xeno Crisis is an arena shooter in which up to two players take control of battle-hardened marines embarking on a deadly mission to confront an alien menace and get home alive! Run and gun your way through thousands of adversaries as you explore the research colony, searching for survivors, and ultimately confronting the origin of the colony's demise.



Featuring 7 areas and a wealth of deadly enemies and intimidating bosses, Xeno Crisis is a formidable challenge, and you'll need to make wise use of the 10 weapons and various upgrades to stand a chance!





Only with a combination of lightning quick reactions and guile will you be able to complete your mission, but be warned - only the most adept of players will be able to see the true ending!

- 32 Megabit cartridge filled with eye popping pixel art, ear bursting audio and heart stopping gameplay!
- Intense soundtrack composed by Savaged Regime that pushes the YM2612 to its limits, featuring music by Skyharbor!

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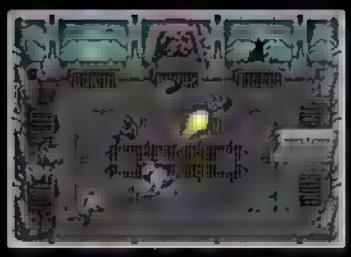
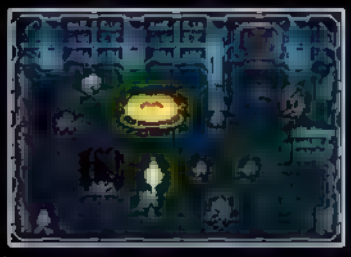
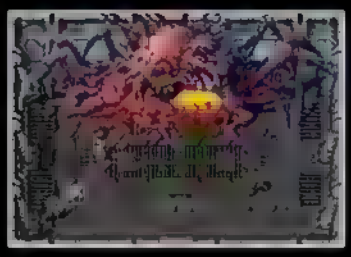
XENO CRISIS

1 OR 2 PLAYER 16-BIT CARTRIDGE







Xeno Crisis is an arena shooter in which up to two players enter a ravaged research colony to confront an alien menace and get out alive! Run and gun your way through thousands of adversaries as you search for the source of the deadly alien outbreak.

Xeno Crisis ist ein Arena-Shooter, in dem bis zu zwei Spieler einen verwüsteten Forschungsstützpunkt betreten, um sich einer Bedrohung durch Aliens zu stellen und lebend herauszukommen! Renn und schieß dir deinen Weg durch Tausende von Gegnern, während du nach der Quelle des tödlichen Alien-Ausbruchs suchst.

Xeno Crisis est un jeu de tir en arène dans lequel jusqu'à deux joueurs pénètrent dans un avant-poste de recherche dévasté pour y affronter une menace extraterrestre et en ressortir vivants ! Courez et frayez-vous un chemin en tirant sur des milliers d'adversaires tout en recherchant la source de la vague meurtrière d'extraterrestres.

¡Xeno Crisis es un juego de disparos en el que hasta dos jugadores entran en un puesto de investigación devastado para enfrentar una amenaza alienígena y salir con vida! Corre y avanza disparando a través de miles de adversarios mientras buscas la fuente del mortal brote alienígena.

Xeno Crisis è uno sparatutto in arena nel quale uno o due giocatori entrano in un avamposto di ricerca devastato con l'obiettivo di combattere una minaccia aliena e uscirne vivi! Corri e fatti strada sparando in mezzo a migliaia di avversari, mentre cerchi di individuare la causa scatenante il micidiale attacco alieno.

Xeno Crisis is een schietspel waarin tot aan twee spelers een verwoeste onderzoekslocatie binnentreden om een buitenaards gevaar te confronteren en levend moeten proberen te ontsnappen! Ren en schiet je weg door duizenden vijanden terwijl je de bron van de dodelijke buitenaardse uitbraak zoekt.

Xeno Crisis é um jogo do tipo atirador de arena, no qual um ou dois jogadores entram num posto avançado de investigação destruído, a fim de enfrentarem uma ameaça extraterrestre e saírem de lá vivos! Corre e abre caminho a tiro por milhares de adversários, enquanto procuras a origem do surto mortal de extraterrestres.

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16-BIT CARTRIDGE

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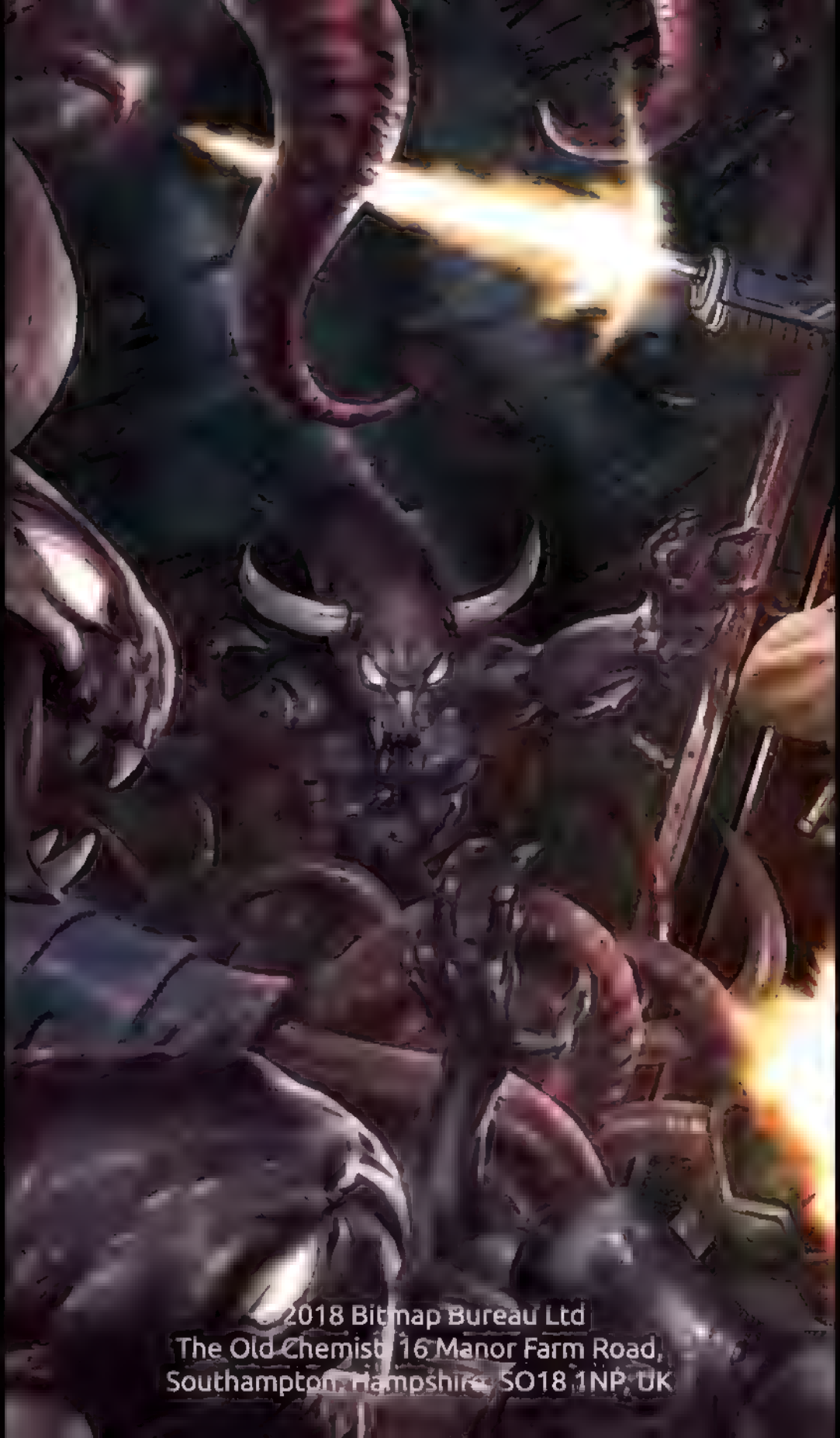

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XENOCRISIS

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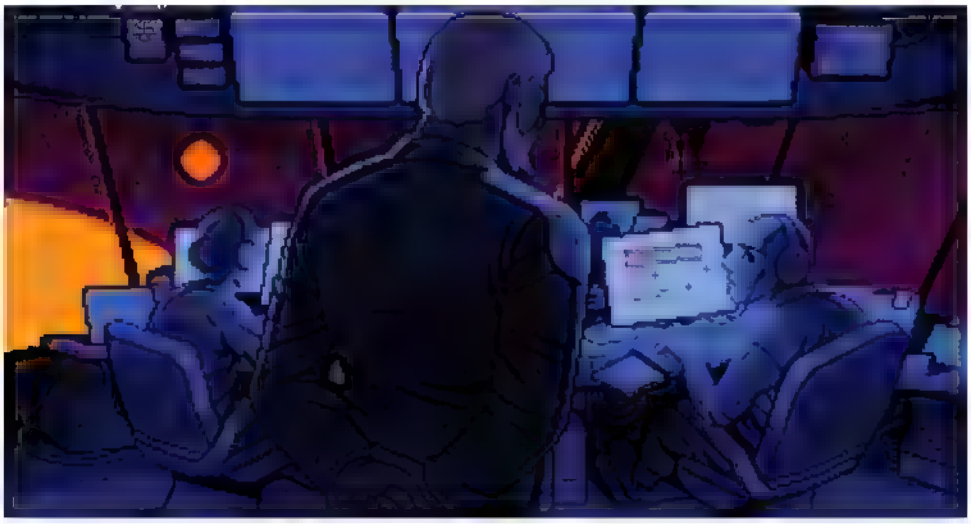
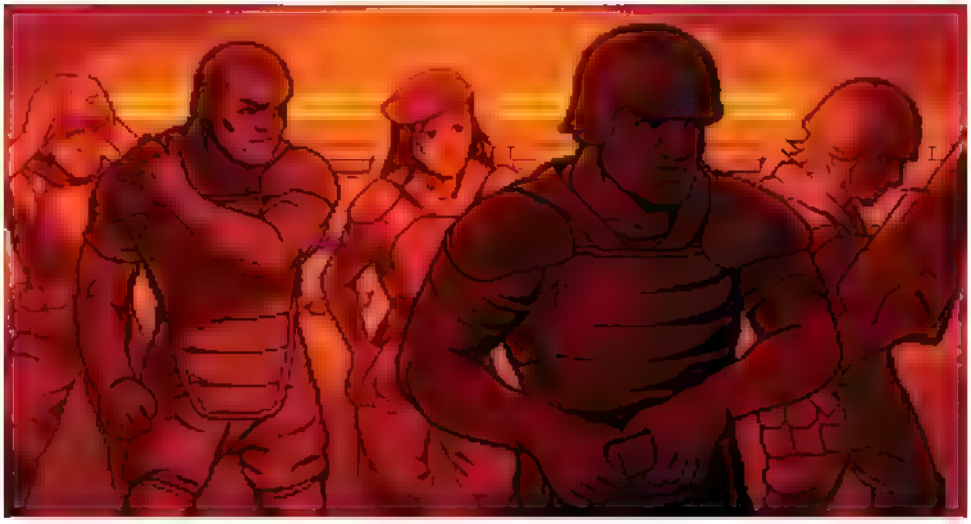
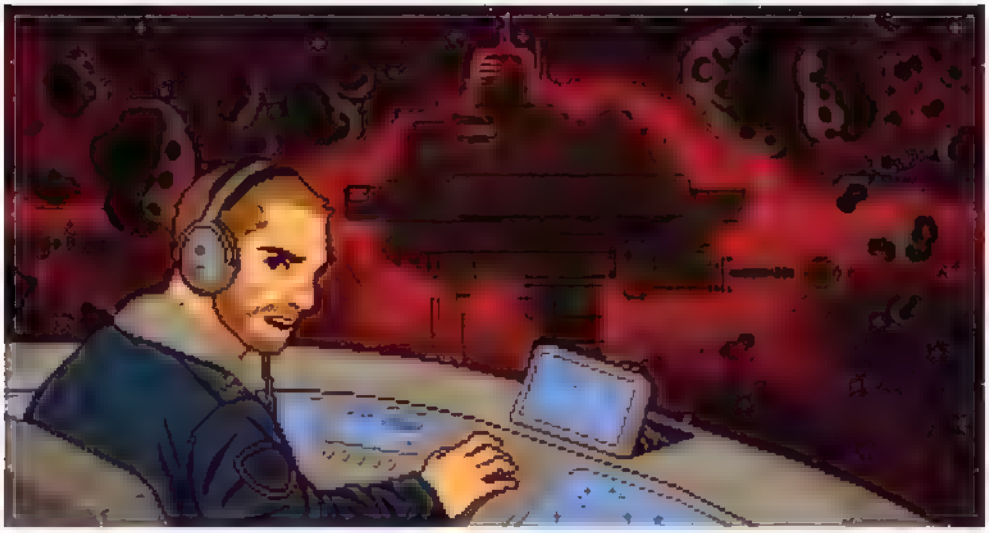
Introduction



A distress call has been received from Outpost 88, a research colony situated in the orbit of Io, Jupiter's fourth largest moon - reports indicate multiple fatalities amid some kind of "alien" presence. As part of Earth's most experienced marine corp under the direction of Commander Darius, you are tasked with investigating the cause of the incident and rescuing any survivors.

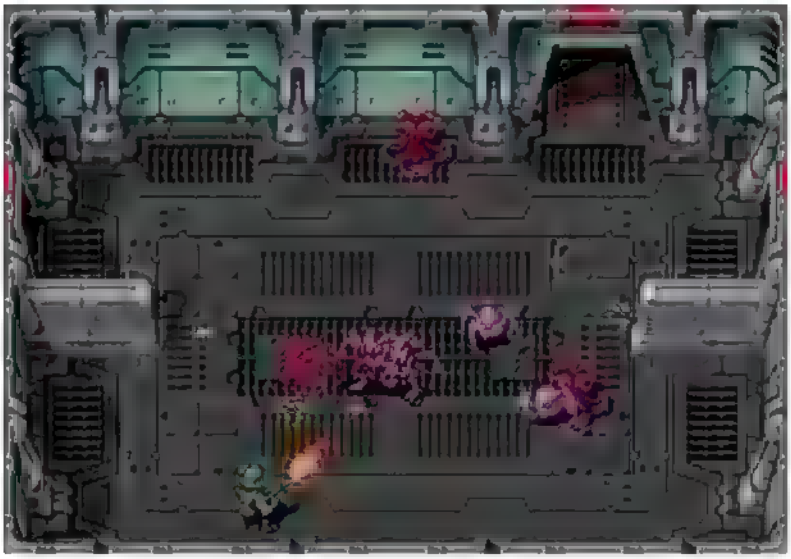


With little time to prepare and be briefed aboard the ISS Vanguard, you enter hyperspace and arrive at the colony in a matter of minutes. You feel ill-prepared for a mission with so many unknowns, but armed with your trusty assault rifle and a clutch of grenades, you board the dropship to begin the final approach...



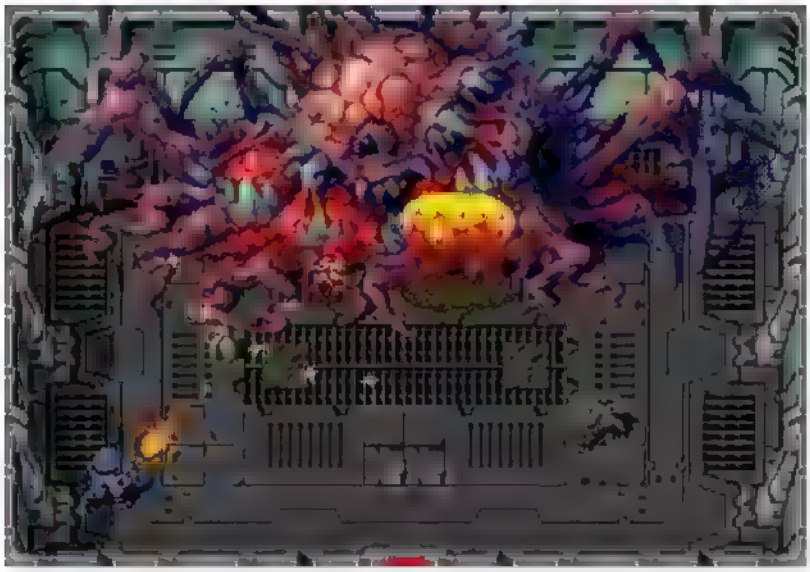
How to play

Xeno Crisis is a top-down arena shooter for one or two players. After choosing your preferred marine(s) you will see them leave the dropship and enter the colony through an airlock. The colony consists of hundreds of rooms, and in order to progress you must clear each room you enter of enemies, which can be dispatched in a variety of ways. Generally though you will want to engage the enemy at a distance using your assault rifle or any other weapon you can get your hands on.



Ensuring your ammo doesn't run out is crucial to your survival, but you can always attack enemies at close quarters with the butt of your rifle. Contact with an enemy or projectile will result in you taking damage - losing all of your health means "game over" when playing solo, but in 2-player mode you can revive your fallen comrade after a few seconds.

If the going gets too tough you can make use of the roll move to get yourself out of trouble. You can also throw a grenade to destroy several enemies at once, but remember that you have a limited supply. Vanquished enemies will occasionally drop a set of dog-tags which can be traded for upgrades between areas.



At the end of each area resides that area's boss, each posing a different challenge. Advance through all 7 of the game's areas and you will finally confront the source of the colony's troubles, but be prepared for the fight of your life! If you do happen to perish then all is not lost - you have been supplied with several "elixirs" which can instantly revive your marine and get you back in the action, but at what cost...?

Controls

3-button controller

Start: Press to pause the game - press again to resume.

D-pad: Control your marine's movement.

A button: Perform an evasive roll.
B button: Fire your current weapon.
C button: Drop / throw a grenade.

Note: Whilst firing you are able to strafe, and you can also press 'A' or 'C' to change your shot direction.

6-button controller

Start: Press to pause the game - press again to resume.

D-pad: Control your marine's movement.

A button: Shoot downwards.
B button: Shoot to the right.
X button: Shoot to the left.
Y button: Shoot upwards.
C button: Perform an evasive roll.
Z button: Drop / throw a grenade.
Mode button: Discard weapon.

Note: Two buttons can be pressed simultaneously (e.g. 'X' and 'A') to fire diagonally.

The marines

Name: John Marsh
Age: 32
Blood type: O
Weight: 214 lbs
Height: 182 cm

Bio: A hardened veteran of several conflicts, John is more than at home on the battlefield. He can carry more ammo than Sarah, but isn't quite as agile.

Name: Sarah Ridley
Age: 27
Blood type: B
Weight: 128 lbs
Height: 176 cm

Bio: One of the marine corp's more experienced members, Sarah is renowned for having a cool temperament in any situation. She is lighter on her feet than John.

Enemies

As you progress through the colony you will encounter many different enemies, each with their own traits and means of attack. Many of them can be gunned down without too much thought, but others will require cunning and guile to defeat! Here are just a few of the enemies you'll come across:

Arkanid
These scavengers rely on their sense of smell to hunt down their prey, and are typically found in large groups.

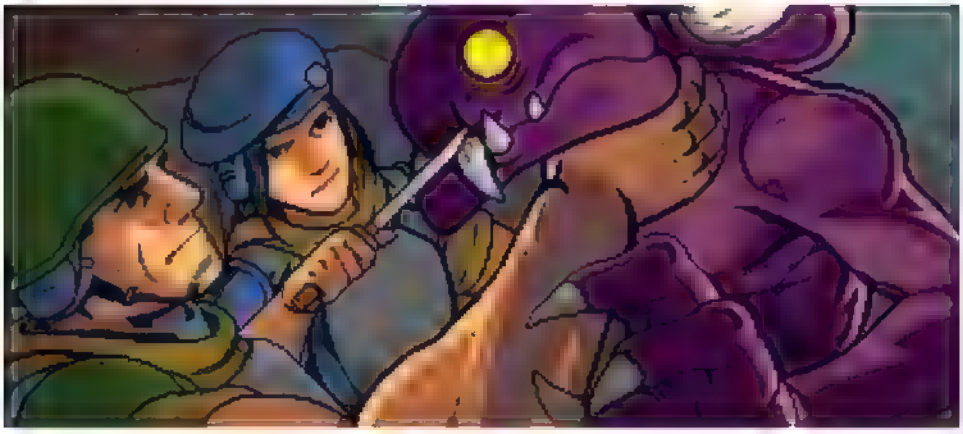
Ovulum
They pose no threat until disturbed, at which point they'll release worm-like creatures which are more of an annoyance than anything, and can easily be crushed by rolling over them.

Xenoid
These vary in toughness, speed and aggression, but will always head straight for the player on sight. The most common enemy you will come across in the early stages.

Haemedon
A disgusting lifeform that can burst through the floor without warning and launch a projectile directly at its target.

Nemecyst
A large gelatinous blob that seems harmless at first glance, but after a few seconds it will explode, releasing its deadly contents...

Vigilis
These somewhat resemble the standard Xenoids you come across, but have a tougher exo-skeleton and prefer to shoot from a distance than fight hand-to-hand.



Weapons

There are 10 weapons available throughout the game, each with their own characteristics. Your standard assault rifle requires you to constantly be on the look-out for ammo crates, but additional weapons you pick up will give you 20 seconds or so of continuous fire.

Assault rifle
A marine's standard weapon, capable of rapid, concentrated fire.

Spread shot
Its 45 degree spread makes it particularly effective when dealing with multiple weaker enemies.

Laser
Can pierce through alien flesh and even walls.

Homing
Inflicts a moderate amount of damage, but homes in on anything nearby, reducing the need for accuracy.

Flamethrower
Its short range can be overlooked for the increased damage it inflicts upon organic enemies...

Rebound
This unconventional weapon can hit enemies hidden behind walls out of your line of sight.

Shotgun
Has the shortest range but is devastating when used up-close, felling most enemies with a single blast.

Vulcan
Decimates anything that stands in your way.

Rocket launcher
Possibly the most devastating weapon in your arsenal, it is only hampered by its slow rate of fire.

BFG
Takes time to charge but launches a single blast of plasma capable of annihilating multiple enemies.

Equipment

At the end of each area you will be given the chance to exchange any dog-tags you've collected for upgrades ranging from increased health to weapon power-ups to extra continues. Which upgrades you go for will depend on your style of play.

Health boost
Increase your maximum health by one unit.

Weapon power-up
Improves your weapon power, including any weapons you pick up.

Increase ammo capacity
Increases your assault rifle's ammo capacity.

Increase grenade capacity
Gives you the potential to carry an extra grenade.

Grenade powerup
Makes your grenade attacks more powerful, and increases their range too.

Speed-up
Increase your athletic ability, making you run faster and roll further.

Gas mask
Protect yourself from toxic gases.

Elixir
When taken you will be instantly revitalised, allowing you to continue your mission from where you fell.

Pickups

During your mission you will come across various items which can help you progress. If you're playing with a friend then be sure to share what you find!

Medi-kit
Restores a single unit of health.

Medi-kit plus
Restores you to full health.

Dog-tags
Collect these from vanquished foes then trade them at the end of each area for improved equipment.

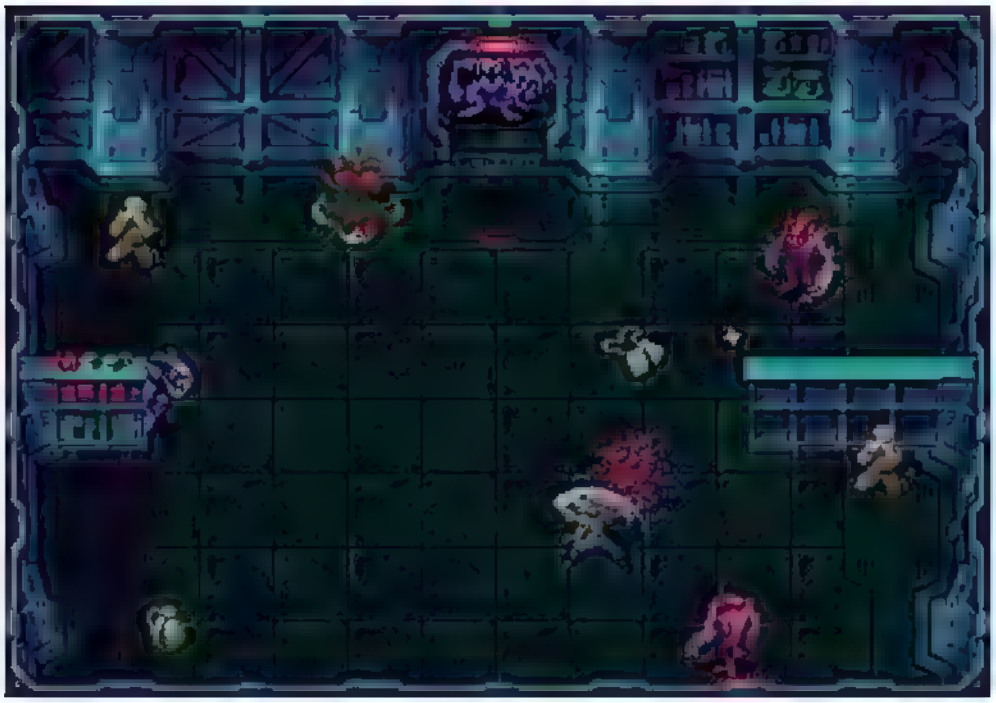
Ammo
Completely refills your assault-rifle's ammo.

Grenade
Increases your grenade count by one.

Security card
Required to open certain doors in the colony.

Hostages

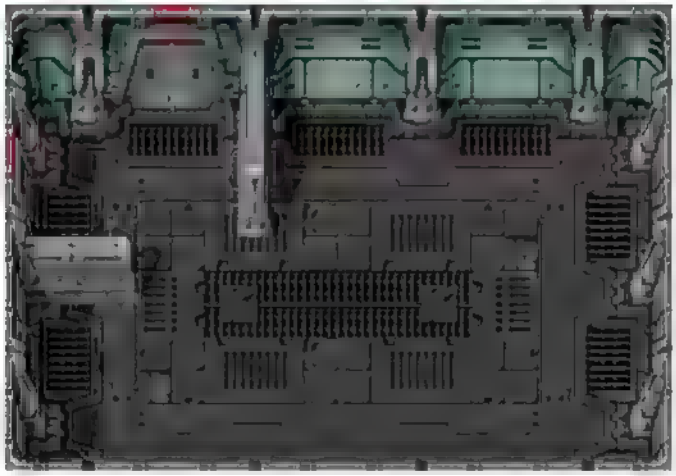
Many hostages are scattered throughout the colony which ideally need to be rescued - each hostage rescued will result in a bonus, and rescuing each hostage in a room will have other effects too...



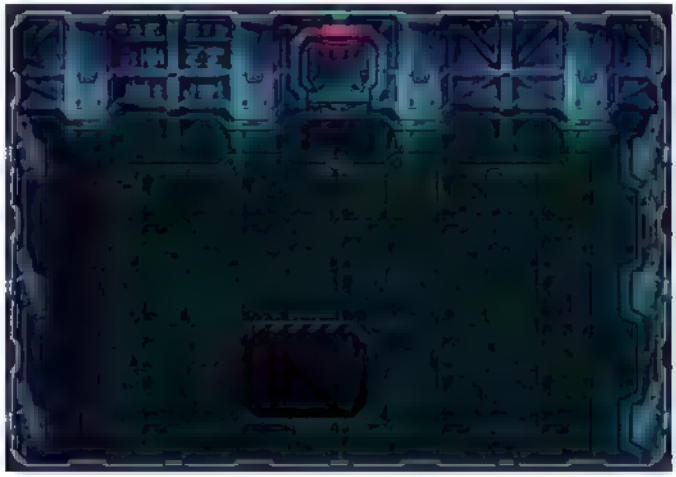
Areas

Your mission will span seven areas, each with their own unique enemies and nuances. Here are a few of them:

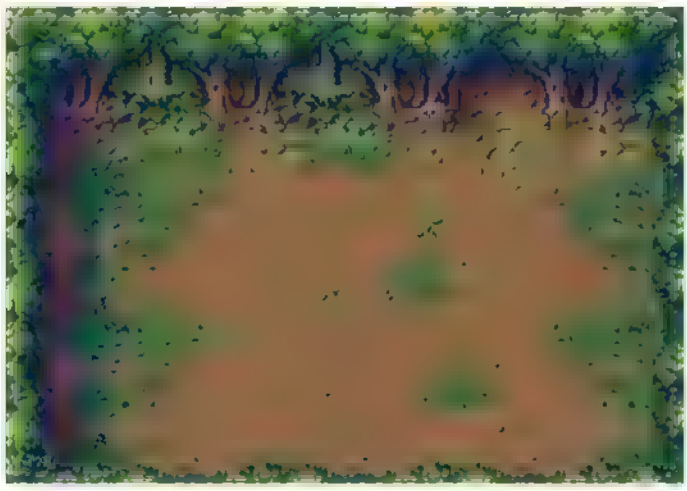
Area 1: The Perimeter
This is where you begin your mission, but don't expect a pleasant welcome...



Area 2: The Facility
This storage facility is home to some particularly deceptive enemies that lurk in the shadows.



Area 5: The Forest
One of two exterior areas you'll have to traverse - just don't expect your adversaries here to be any less aggressive than those you face inside.



Area 6: The Lab
What can you expect to encounter in the colony's laboratory area?

Advanced play

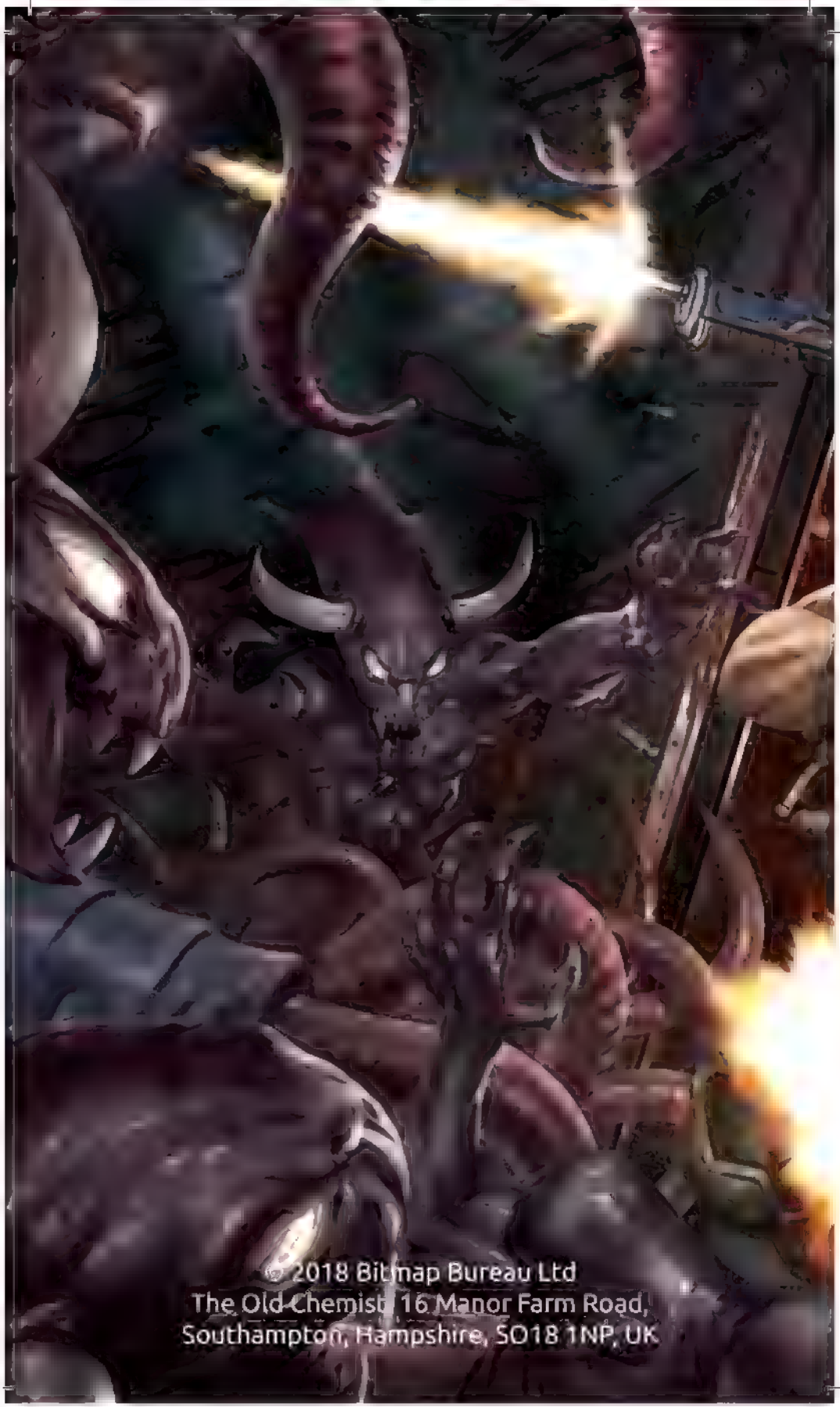
There are several advanced strategies which may help you progress further in your mission:

Melee attack
If you run out of ammo or simply want to conserve it, then dispatching enemies with your melee attack is essential - it can only be performed when not firing your weapon, and is triggered when an enemy gets close.

Roll cancel
Although the evasive roll is perfect for dodging bullets and enemies alike, you may wish to break out of a roll early so as to avoid injury when ending the roll naturally. To do this, simply push the roll or shoot button when mid-roll.

Roll attack
Despite being an evasive move, the roll can also be used to inflict damage upon certain enemies - we'll leave you to find out which ones. Whilst rolling it is also possible to drop a grenade to inflict damage...

Discard weapon
There are times when the weapon you're carrying isn't ideal for the current situation, so to revert back to your assault rifle just hold B then A and C on a 3 button controller or all 4 shot buttons on a 6 button controller. The 'Mode' button also serves the same purpose.



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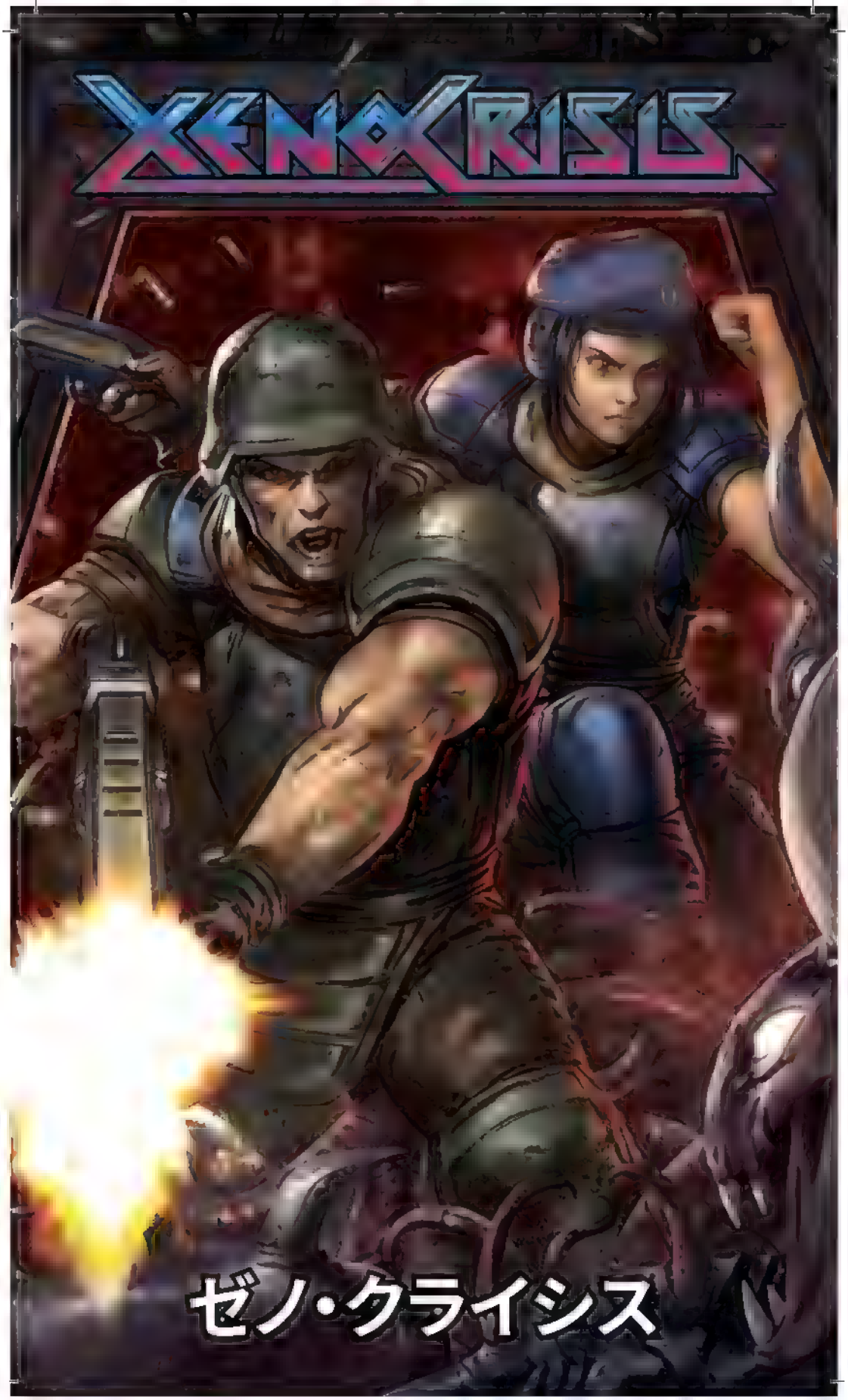
XENOCRISIS
ゼノ・クライシス

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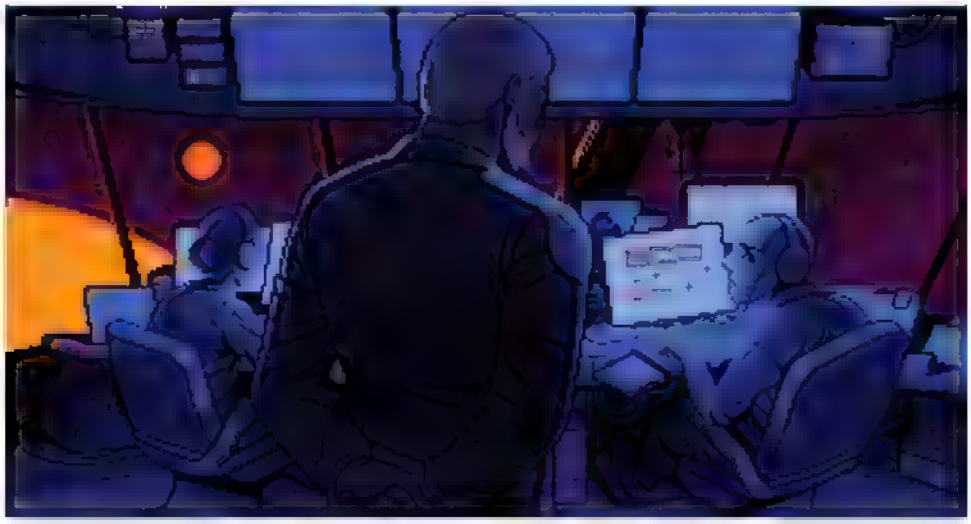
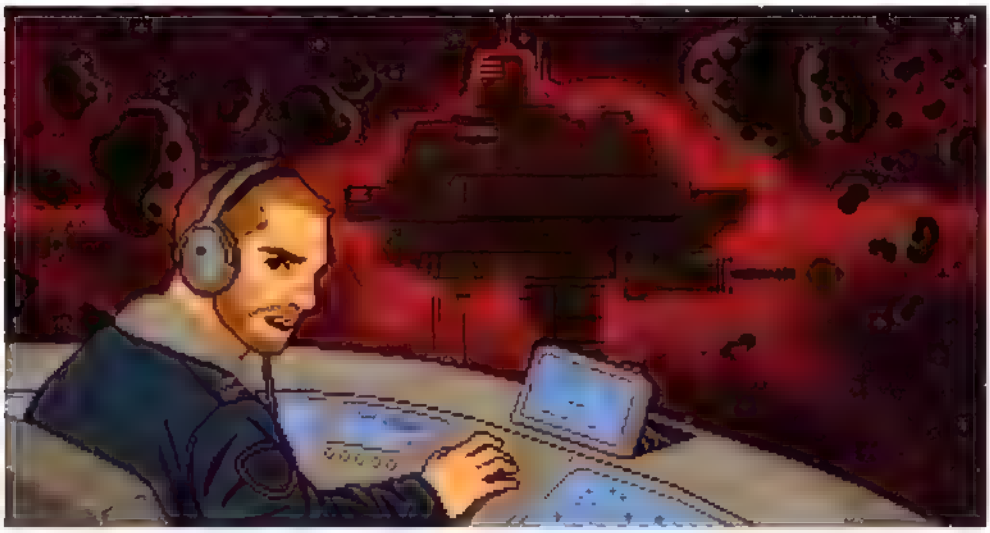
序説



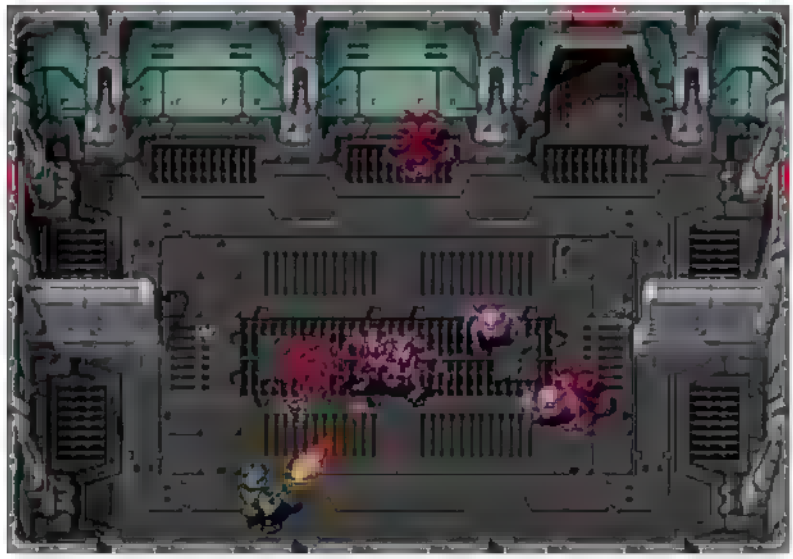
木星で4番目に大きい衛星イオにある調査用入植地、アウトポスト88より遭難信号が発信された。報告によると何かしらの「エイリアン」の存在により死者が出ている模様。ダリウス司令官の指揮の元で地球で最も経験のある海兵隊の一員として、あなたは事件の原因の調査と生存者の救出を命じられた。

ISS ヴァンガードの船内で任務の準備や説明を受ける時間もほとんどない中、あなたはハイパースペースに入りものの数分で入植地に到着する。未知の部分が多い任務の遂行には準備不足であるとは感じているが、頼みのアサルトライフルと手榴弾ひと塊りを装備して、あなたはシャトルに乗り込み着陸降下最終進入を開始する。



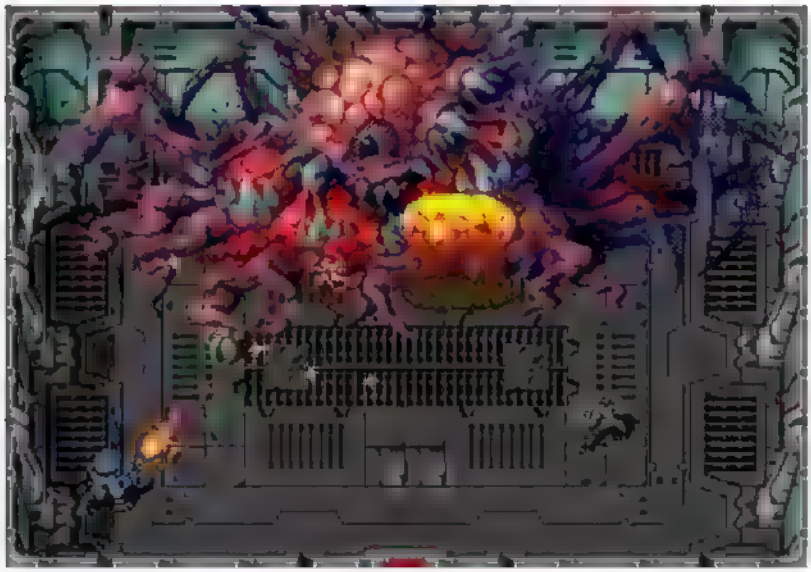
プレイ方法

Xeno Crisis は 1 人もしくは2 人のプレイヤー向け見下ろし型アリーナシューターです。希望する海兵隊員を選択すると、その海兵隊員は気密式出入口を通ってシャトルから出ます。入植地は数百もの部屋から成り立っていて、先に進むためには各部屋の様々な方法で襲ってくる敵を全て倒さなければなりません。通常、アサルトライフルや後々に手に入れる武器を使って敵と距離を保って攻撃する事が望ましいです。



弾薬が無くならない事が生存への鍵となりますが、接近してライフルの銃床で敵を攻撃することはいつでも可能です。敵や発射体と接触するとダメージを受けます。体力を全て消耗すると、1 人プレイの場合は「ゲームオーバー」となりますが、2 人プレイモードの場合、数秒経てば倒れた仲間を生き返らせることが可能です。

戦況が厳しくなったら、ロール動作を駆使して困難な状況を脱することができます。手榴弾を投げて１度に複数の敵を倒すことも可能ですが、手榴弾の数には限りがあることを忘れないでください。倒された敵が認識票を残していくことがあります。認識票はエリアとエリアの間で装備のアップグレードと交換できます。



各エリアの最後にはそれぞれ違う難題をもたらすそのエリアのボスが居ます。ゲームの７つのエリアを全てクリアすると、遂に入植地のトラブルの根源と向き合うことになりますが、その際は生涯唯一の戦いが待ち受けています。そこで破れてしまっても全て終わりではありません。あなたには瞬時に海兵隊員を生き返らせ再び戦いに戻ることが可能なエリクサーがいくつか与えられていますが、その使用には犠牲が伴うかも ... 。

コントロール

3 つボタンのコントローラーの場合

スタート・ボタン: 押すとゲームを一時停止します。再度押すとゲームが再開されます。

十字キー: 海兵隊員の動きを操作します。

A ボタン: 回避ロールを行います。
B ボタン: 使用中の武器を発砲します。
C ボタン: 手榴弾を置く / 投げます。

注: 発砲中は掃射が可能です。また、A 又は C ボタンを押すと弾丸の方向を変えることができます。

6 つボタンのコントローラーの場合

スタート・ボタン: 押すとゲームを一時停止します。再度押すとゲームが再開されます。

十字キー: 海兵隊員の動きを操作します。

A ボタン: 下方向に発砲します。
B ボタン: 右方向に発砲します。
X ボタン: 左方向に発砲します。
Y ボタン: 上方向に発砲します。
C ボタン: 回避ロールを行います。
Z ボタン: 手榴弾を置く / 投げます。
モード・ボタン: 武器を破棄します。

注: ボタンを 2 つ同時に押すと(例:「X」と「A」)斜め方向に発砲します。

海兵隊員

名前： ジョン・マーシュ
年齢： 32 歳
血液型： O 型
体重： 97 kg
身長： 182 cm

伝記： 幾多の戦闘に参加したベテラン隊員であるジョンは戦場慣れしています。サラと比べてより多くの弾薬を所持することが可能ですが、機敏さでは劣ります。

名前： サラ・リドリー
年齢： 27 歳
血液型： B 型
体重： 58 kg
身長： 176 cm

伝記： 海兵隊の中でも経験豊富な隊員の一人であるサラはどんな状況下でも冷静であることで知られています。ジョンよりも身軽に動きます。

敵

入植地を進んで行くとそれぞれ独自の特性と攻撃方法を持つ様々な敵と遭遇します。多くの敵は銃撃で簡単に倒すことができますが、一部の敵は知恵と抜け目なさを駆使して倒さなければなりません。以下はあなたが遭遇する敵のほんの一部です：

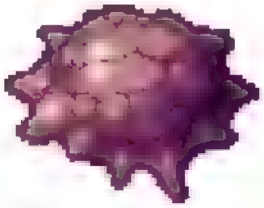
アルカニド
腐食生物である彼らは臭覚を利用して獲物を狙い、大抵の場合は団体で行動します。

オヴァルム
邪魔をしなければ害を加えてくることはありませんが、一度邪魔をされるとロールして容易に潰せる芋虫のような鬱陶しい生物を発生させます。

ゼノイド
これらは様々な硬さ、スピード、攻撃性を持ちますが、プレーヤーを見つけると必ず一目散に向かってきます。初期ステージにおいて最も多く遭遇する敵です。

ヘーマドン
前兆なく床から突然発生し目標に向かって発射体を直接放ってくるおぞましい生物です。

ネメシスト
ゼラチン状の大きな塊は一見すると無害に見えますが、数秒すると爆発し致命的な内容物を放射します。



ヴィジリス
標準的なゼノイドに似ているところもありますが、より硬い外骨格を持っており至近戦よりも遠距離攻撃を好みます。

武器

ゲームを通じてそれぞれ特徴のある 10 種類の武器が存在します。標準的なアサルトライフルでは常に弾薬の箱を見つける必要がありますが、道中で見つける武器では 20 秒間ほどの連続射撃が可能です。

アサルトライフル
海兵隊員の標準装備であり、素早い集中砲火が可能です。

スプレッドショット
45 度の広角射撃は複数の弱い敵に対して特に有効です。

レーザー
エイリアンの身体や壁さえも貫通します。

ホーミング
与えるダメージはそこそこですが、付近の敵に的を絞るので正確さがそこまで必要ではありません。

フレームスローアー
有機的な敵に与える強力なダメージが攻撃範囲の狭さを補います。

リバウンド
この型破りな武器は壁の裏に隠れて弾道から外れている敵を攻撃することが可能です。

ショットガン
射程範囲は最も短いですが至近距離で使用すると致命的なダメージを与え、大抵の敵は一発で仕留めます。

ヴァルカン
あなたの邪魔をする全てを無残に破壊します。

ロケットランチャー
武器庫にある中で最も破壊的な武器であるかもしれませんが、発射速度の遅さが玉にキズです。

BFG
装填に時間が掛かりますが、一発で複数の敵を全滅させることが可能なプラズマの爆風を放ちます。

装備

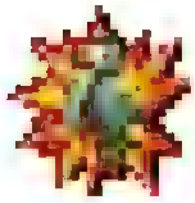
各エリアの終わりでは集めた認識票をアップグレードと交換する機会が与えられます。アップグレードには体力の増加、武器の強化、コンティニューの追加などが含まれます。どのアップグレードを選ぶかはあなたのプレイスタイル次第です。

体力ブースト
最大体力を１ユニット増加します。

武器強化
道中で拾う武器を含めた武器力を向上します。

弾薬収容量増加
アサルトライフルの弾薬収容量を増加します。

手榴弾収容量増加
追加で手榴弾を所持する能力を得ます



手榴弾強化
手榴弾による攻撃をさらに強力にし、射程範囲も延長します。

スピード増加
運動能力が向上し、走るのが早くなりロールする距離も伸びます。

ガスマスク
毒ガスから身を守ります。

エリクサー
服用すると瞬時に蘇り、倒れた地点から任務を再開することが可能になります。

収集品

あなたは任務中に以後の進歩を助けてくれる様々なアイテムを見つけることでしょう。友人と一緒にプレイしている場合は見つけた物を共有しましょう!

医療キット
体力を１ユニット回復します。

医療キット・プラス
体力を最大に回復します。

認識票
倒された敵から集めて各エリアの終わりにおいて装備の向上と交換します。

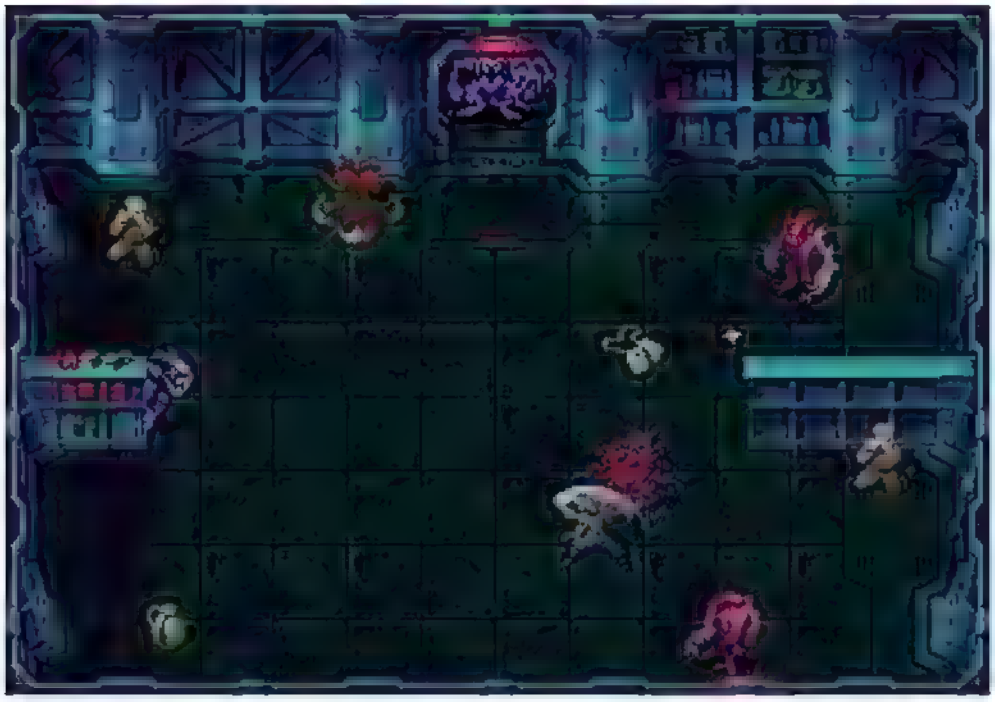
弾薬
アサルトライフルの弾薬を最大に補充します。

手榴弾
持っている手榴弾の数が１つ増えます。

セキュリティー・カード
入植地内の特定の扉を開くのに必要です。

人質

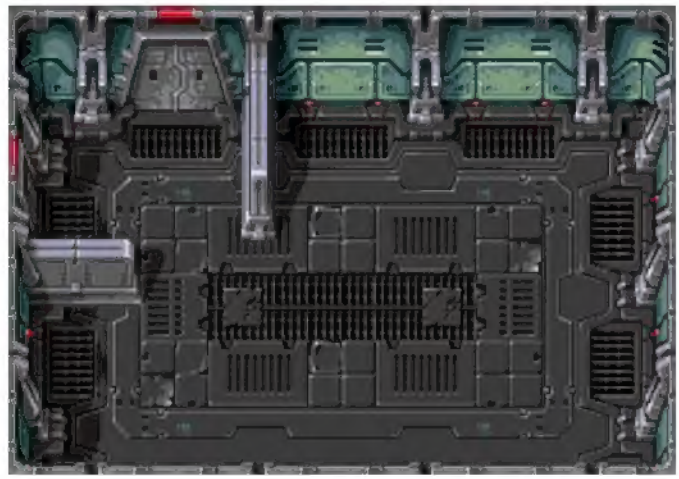
入植地には多くの人質が散在しており、助け出されることが理想的です。人質を助けるとボーナスがもらえ、各部屋の人質を救出すると別の効果もあります…。



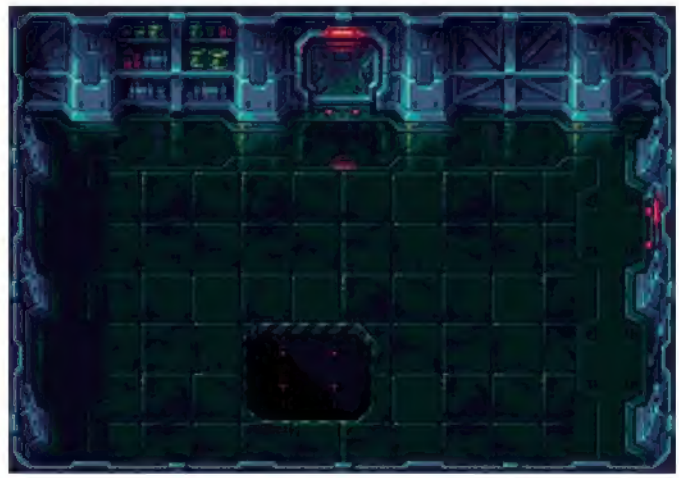
エリア

任務は７つのエリアにまたがっており、それぞれのエリアには固有の敵と特色があります。以下はその一部です：

エリア１：境界
あなたの任務はここから始まりますが、気持ちの良い歓迎は期待しないでください。

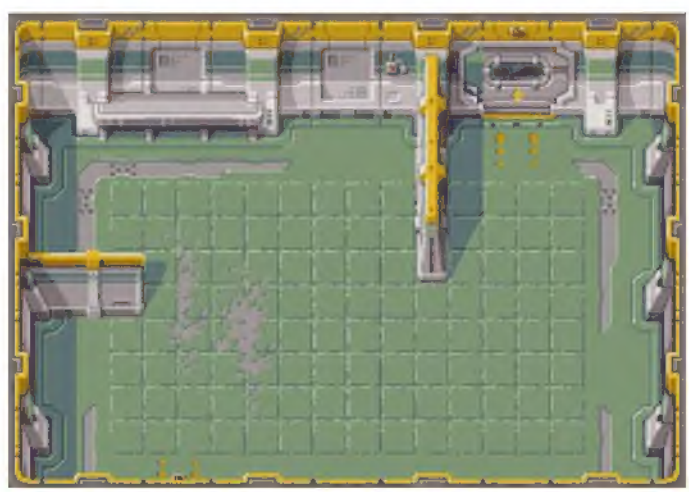


エリア２：施設
この貯蔵施設には人を騙すように影に潜む敵が特に多く存在します。



エリア５：森
横切らなければならない２つの外部エリアのうちの１つです。ここで遭遇する敵が建物内よりも攻撃的ではないと決めつけてはいけません。

エリア６：実験室
入植地の実験室には何が待ち受けているのでしょうか？



上級プレイ

任務をさらに遂行するため、いくつかの上級者向けの戦略があります：

近接攻撃
弾薬が無くなったり弾薬の消費を抑えたい場合は、近接攻撃によって敵を倒すことが必須です。近接攻撃は武器を発砲していない時にのみ行え、敵が接近してくると引き起こされます。

ロール取り消し
回避ロールは弾丸や敵を避けるのに最適ですが、ロールが自然に終わることによって怪我をすることを防ぐために途中でやめる方が良い場合もあります。ロール取り消しを行うにはロール中に発砲もしくはロールボタンを押します。

ロール攻撃

ロールは回避動作ですが、特定の敵に対してはダメージを与えることも可能です。どの敵に対して有効であるかを見つけるのはあなたにお任せします。ロール中に手榴弾を落としてダメージを与えることも可能です …。

武器の破棄

持っている武器がその状況において最適ではない場合があります。アサルトライフルの使用に戻るには 3 つボタンコントローラーの場合は B ボタンを押しながら A と C を押します。6 つボタンコントローラーの場合は発砲ボタンを 4 つ全て押します。「モード」ボタンにも同様の機能があります。